



MISSION 1.1 PRESERVE THE GENE-SEED

Lieutenant Varras shook his vox-caster furiously, hoping that his desperate message was heard by someone...anyone. Clutching the gene-seed canister close to him, Varras checked the load on his bolt pistol. From the raised ground he could see the hideous spore mines – vile bloated sacks of ichor and bile – drifting in the soft breeze. Until help came, he would have to stay close to the downed lander that was laying in a smoking wreck below him. Then, with a start, he saw them: small, ugly creatures with chitinous plates and bright, evil eyes. Termagants! Lieutenant Varras racked his bolt pistol and prayed that the Emperor would send help soon. Until it arrived, Varras would have to fight for his life.



FORCES

ULTRAMARINES

- Varras

TYRANIDS

- 2 Termagants
- 3 Infestation Markers
- Spore mines

OBJECTIVE

ULTRAMARINES

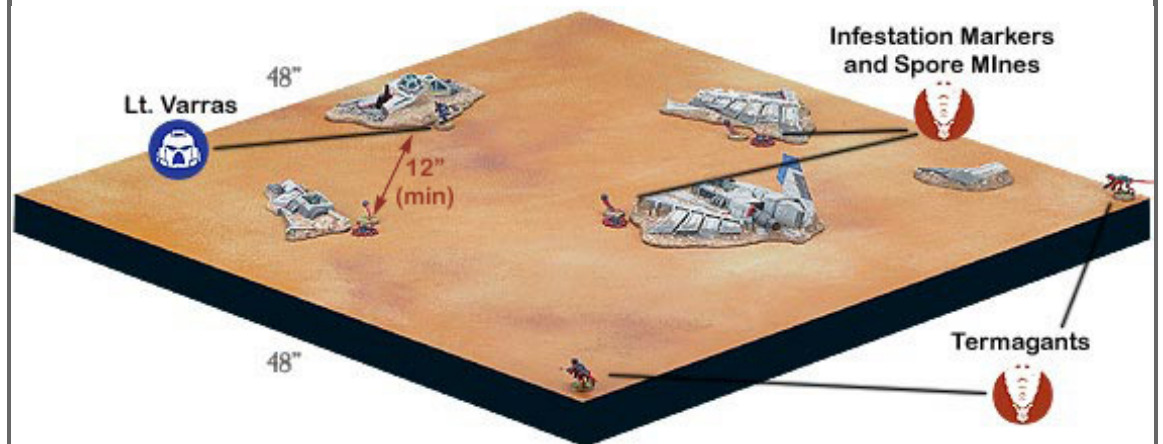
- **Win:** Varras is still alive after 10 turns.

TYRANIDS

- **Win:** Varras has been killed before 10 turns have expired.

SET-UP

The wreckage is set up as Mission 1. Varras is placed touching the cockpit wreckage. The Termagants are all placed on the board edge furthest from the cockpit, one in each corner.





ULTRAMARINES RULES

Move: Each turn Lieutenant Varras may move up to 6" in any direction in the Ultramarines' turn. Varras may move over wreckage if he wishes. To do so, the Ultramarines player rolls 2D6 and moves Varras up to the number of inches rolled on the highest D6 result.

Bolt Pistol: Varras can shoot his bolt pistol at one Termagant or Spore Mine per turn. If Varras does not move, he may shoot twice instead of once. However, both shots must be at the same target. Varras hits on a roll of 4+ and wounds Termagants on a score of 3+. Bolt rounds are too powerful for the armour plates of a Termagant to protect against.



However, if the Termagant is touching wreckage, it may save itself on the roll of a 5+ to represent it ducking into safety with the wreckage deflecting the shot. Spore Mines are affected by shooting as described in [Mission 1](#).

TYRANIDS RULES



Spore Mines: The Spore Mines in this scenario work as described in [Mission 6](#). The Tyranid player may use Acid, Poison, or Exploding Spore Mines as determined by their models.

Move: Every Tyranid turn, each spore mine moves D6". Roll the Scatter dice to see which direction the mine moves in. If the dice rolls a "HIT," the Tyranid player can move the mine in any direction. If a spore mine is shot or moves into base-to-base contact with Varras at any point during its movement, it detonates.



Assault: Termagants that end their move within 6" Varras may assault. They may do this even if they fired their fleshborers. They follow all the Genestealer rules for moving into base contact from [Mission 3](#), and Termagants gain 1 extra attack on the turn they charge into assault. The Termagants will strike first, needing 4+ to hit and 4+ to wound. Varras may take armour saves as described in [Mission 4](#). If he survives, Varras may strike back with 1 attack that hits on a 4+ and wounds on a 4+. If there is a combat left from the Ultramarines' turn, fight again in the Tyranid turn. Once in close combat with the Ultramarines, the Termagants may not move away until all enemy models in the unit are dead.

Fleshborers: Termagants carry deadly fleshborers, lethal weapons that spit live ammunition at their victims. Termagants can fire once each up to 12", even if they move. Due to the way they work, fleshborers do not get extra shots if the Termagant remains stationary. Termagants hit Varras with their fleshborers on a 4+, and they wound him on a 3+. Varras will be saved from any wounds inflicted by fleshborers on a roll of 5+.

Fleet of Claw: Instead of firing its fleshborer, a Termagant may make a special move if it wishes. Simply roll a D6 instead of shooting. The result is the number of inches the model may move, representing it scurrying across the ground as fast as possible. Termagants may even use **Fleet of Claw** to move across wreckage without any additional penalty.

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